31. The gaming machine of claim 25, wherein the volumetric 3D display provides a viewing angle of approximately 360 degrees horizontal and approximately 270 degrees vertical.

32. The gaming machine of claim 25, wherein the wagering game is selected from a group consisting of slots, poker, keno, bingo, blackjack, and roulette.

33. The gaming machine of claim 25, wherein the volume-filling imagery includes 3D symbols.

34. A method of conducting a wagering game on a gaming machine, comprising:

selecting a game outcome from a plurality of possible outcomes; and

displaying the game outcome with imagery generated by a 3D video display.

35. The method of claim 34, wherein said imagery is true 3D imagery or virtual 3D imagery.

36. The method of claim 34, wherein said 3D display is selected from a group consisting of a volumetric 3D display, a multi-layer display having at least two liquid crystal layers, a holographic display, a lenticular display having one of generally cylindrical lenslets and generally spherical lenslets disposed over a liquid crystal layer, a parallax illumination display, and a non-autostereoscopic display.

37. The method of claim 34, wherein said 3D display displays said game outcome in 2D but is perceived by the viewer to be 3D.

38. The method of claim 34, wherein said imagery is autostereoscopic.

39. The method of claim 34, further comprising:

detecting a position or movement of a viewer using a tracking device; and

altering said 3D display as changes in the position or movement of the viewer are detected by said tracking device.

40. The method of claim 39, wherein said tracking device is one of an infrared device and an imaging camera.

41. The method of claim 34, wherein the wagering game is selected from a group consisting of slots, poker, keno, bingo, blackjack, and roulette.

42. A method of conducting a wagering game on a gaming machine, comprising:

selecting a game outcome from a plurality of possible outcomes; and

displaying the game outcome with imagery generated by a true 3D video display.

43. The method of claim 42, wherein said true 3D display is selected from a group consisting of a volumetric 3D display, a multi-layer display, and a holographic display.

44. The method of claim 42, wherein said imagery is volume-filling imagery defined by a plurality of voxels.

45. The method of claim 44, wherein said volume-filling imagery fills a volume that is generally semispherical.

46. The method of claim 44, wherein said volume-filling imagery fills a volume that is generally hexahedronical.

47. The method of claim 44, wherein said volume-filling imagery is generated by projecting a number of 2D images per second onto a rotating screen.

48. The method of claim 44, wherein said volume-filling imagery includes 3D wagering-game symbols.

49. The method of claim 48, wherein said 3D wagering-game symbols include at least one of a fruit symbol, a 1 bar symbol, a 2 bar symbol, a 3 bar symbol, and a bell symbol.

50. The method of claim 42, wherein said imagery is autostereoscopic.

51. The method of claim 42, wherein said true 3D display provides a viewing angle of approximately 360 degrees horizontal and approximately 270 degrees vertical.

52. A method of conducting a wagering game on a gaming machine, comprising:

selecting a game outcome from a plurality of possible outcomes; and

displaying the game outcome with volume-filling imagery generated by a volumetric 3D video display.

53. The method of claim 52, wherein the imagery is autostereoscopic.

54. The method of claim 52, wherein the volumetric 3D display generates the volume-filling imagery by projecting a number of 2D images per second onto a rotating screen.

55. The method of claim 54, wherein the volumetric 3D display projects thousands of 2D images per second onto the rotating screen.

56. The method of claim 54, wherein the screen rotates at a rotational speed of at least 500 revolutions per minute.

57. The method of claim 52 wherein the volumetric 3D display provides at least one slice per degree and a slice resolution of at least 500 pixel×500 pixel.

58. The method of claim 52, wherein the volumetric 3D display provides a viewing angle of approximately 360 degrees horizontal and approximately 270 degrees vertical.

59. The method of claim 52, wherein the wagering game is selected from a group consisting of slots, poker, keno, bingo, blackjack, and roulette.

60. The method of claim 52, wherein the volume-filling imagery includes 3D symbols.

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